

Appln No. N/A
Amdt date January 7, 2005

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Original) A gaming machine having a display means and a game control means arranged to control images of symbols displayed on the display means, the game control means being arranged to play a game wherein at least one random event is caused to be displayed on the display means and, if a predefined winning event occurs, the machine awards a prize, wherein, if in the game, a plurality of die symbols are present on the display means, the die symbols reveal outcomes, at least one of which results in the awarding of a feature.
2. (Original) The gaming machine of claim 1 in which the die symbols change to reveal the outcomes.
3. (Original) The gaming machine of claim 2 in which at least two of the die symbols are required to initiate the change to reveal outcomes.
4. (Currently amended) The gaming machine of claim 2 ~~or claim 3~~ in which the die symbols change by means of an animation technique.
5. (Original) The gaming machine of claim 4 in which the game is a spinning reel game, the die symbols being carried on two different reels.

Appln No. N/A
Amdt date January 7, 2005

6. (Original) The gaming machine of claim 5 in which animating of the die symbols into the said at least one outcome acts as a trigger condition for the feature.

7. (Original) The gaming machine of claim 6 in which the trigger condition is selected from the group including: that the numbers on corresponding faces of the die symbols are the same, that the sum of the numbers on corresponding faces of the die symbols add up at least to a particular amount and that predetermined numbers appear on predetermined faces of the die symbols.

8. (Currently amended) The gaming machine of claim 6 or ~~claim 7~~ in which the trigger condition governs at least one of the type of feature awarded, a characteristic of the feature and a start position in the awarded feature.

9. (Currently amended) The gaming machine of ~~any one of claims 4 to 8~~ claim 4 in which the die symbols animate simultaneously.

10. (Currently amended) The gaming machine of ~~any one of claims 4 to 8~~ claim 4 in which the die symbols animate sequentially.

11. (Currently amended) The gaming machine of ~~any one of claims 4 to 10~~ claim 4 in which the die symbols animate automatically.

12. (Currently amended) The gaming machine of ~~any one of claims 4 to 10~~ claim 4 in which the die symbols animate by player intervention.

Appln No. N/A
Amdt date January 7, 2005

13. (Currently amended) The gaming machine of ~~any one of claims~~
~~4 to 12~~ claim 4 in which the animation is an animation of
rolling a die.

14. (Currently amended) The gaming machine of ~~any one of the~~
~~preceding claims~~ claim 1 in which the feature is any bonus
feature selected from the group including: a series of free
games, a second screen feature, a feature within the existing
game display, a top box feature, a number of free games in an
enhanced payable mode and the paying of a bonus prize.

15. (Original) A game to be played on a game playing apparatus,
the gaming playing apparatus having a display means and a game
control means arranged to control images displayed on the
display means, wherein, if in the game, a plurality of die
symbols are present on the display means, the die symbols reveal
outcomes, at least one of which results in the awarding of a
feature.

16. (Original) The game of claim 15 in which the die symbols
change to reveal the outcomes.

17. (Original) The game of claim 16 in which at least two of
the die symbols are required to initiate the change to reveal
outcomes.

18. (Currently amended) The game of claim 16 ~~or claim 17~~ in
which the die symbols change by means of an animation technique.

19. (Original) The game of claim 18 which is a spinning reel
game, the die symbols being carried on two different reels.

Appln No. N/A
Amdt date January 7, 2005

20. (Original) The game of claim 19 in which animating of the die symbols into the said at least one outcome acts as a trigger condition for the feature.

21. (Original) The game of claim 20 in which the trigger condition is selected from the non-exhaustive group including that the numbers on corresponding faces of the die symbols are the same, that the sum of the numbers on the corresponding faces of the die symbols add up at least to a particular amount and that predetermined numbers appear on predetermined faces of the die symbols.

22. (Currently amended) The game of claim 20 ~~or claim 21~~ in which the trigger condition governs at least one of the type of feature awarded, a characteristic of the feature and a start position in the awarded feature.

23. (Currently amended) The game of ~~any one of claims 18 to 22~~ claim 18 in which the die symbols animate simultaneously.

24. (Currently amended) The game of ~~any one of claims 18 to 22~~ claim 18 in which the die symbols animate sequentially.

25. (Currently amended) The game of ~~any one of claims 18 to 24~~ claim 18 in which the die symbols animate automatically.

26. (Currently amended) The game of ~~any one of claims 18 to 24~~ claim 18 in which the die symbols animate by player intervention.

Appln No. N/A

Amdt date January 7, 2005

27. (Currently amended) The game of ~~any one of claims 18 to 26~~ claim 18 in which the animation is an animation of rolling a die.

28. (Currently amended) The game of ~~any one of claims 15 to 27~~ claim 15 in which the feature is any bonus feature selected from the group including: a series of free games, a second screen feature, a feature within the existing game display, a top box feature, a number of free games in an enhanced paytable mode and the paying of a bonus prize.

29. (New) A gaming machine having a display means and a game control means arranged to control images of symbols displayed on the display means, the game control means being arranged to play a game wherein at least one random event is caused to be displayed on the display means and, if a predefined winning event occurs, the machine awards a prize, wherein, if in the game, a plurality of mutable die symbols are present on the display means the die symbols change to reveal outcomes, at least one outcome resulting in the awarding of a feature, and at least another outcome resulting in the non-awarding of the feature.

30. (New) A game to be played on a game playing apparatus, the gaming playing apparatus having a display means and a game control means arranged to control images displayed on the display means, wherein, if in the game, a plurality of mutable die symbols are present on the display means, the die symbols change to reveal outcomes, at least one outcome resulting in the

Appln No. N/A

Amdt date January 7, 2005

awarding of a feature, and at least another outcome resulting in the non-awarding of the feature.